

ABSTRACT

This bachelor thesis deals with the issue of using interactive technologies in the high school environment. The thesis discusses both didactic and technical topics and describes current trends and technological possibilities. The differences of several types of interactive technologies used in different types of schools are also described here. The work depicts the possibilities of obtaining educational materials for teaching professional subjects and foreign languages, as well as the creation of teaching materials. It describes the possibilities of interactive whiteboards and displays or interactive projectors, as well as other technologies enabling an interactive way of teaching, such as HP Sprout Pro 3D scanners.

The thesis evaluates practical teaching experiences and represents the use of these technologies by teachers based on information obtained through online questionnaire from several schools of various types. In the final part of the thesis are summarized knowledge and experiences gained from implementation of teaching materials for interactive methods used in teaching.